

JUSTYNA FRYCZAK



SKILLS

UX DESIGN
GAME DESIGN
GRAPHIC DESIGN
PROJECT MANAGEMENT
EVENT ORGANISATION

CREATIVE TOOLS

FIGMA
MIRO / FIGJAM
ADOBE CREATIVE CLOUD
GOOGLE WORKSPACE

DEVELOPMENT

HTML / CSS
UNITY

PLANNING

FAVRO
JIRA
ASANA

LANGUAGES

ENGLISH / FLUENT
POLISH / NATIVE
SWEDISH / ADVANCED (B2)
JAPANESE / INTERMEDIATE (JLPT N4)

EXPERIENCE

JAN 2023
> PRESENT

UX DESIGNER / UX RESEARCHER
WINDUP GAMES / KINDA BRAVE / UMEÅ

I lead a small UI design and implementation team in developing a complete UI for an open-world multiplayer game. Additionally I've been driving the initiative for external playtest to bring insights from players to the dev teams within Kinda Brave Entertainment Group, to ensure players understand how to have fun in the games.

 *Hela, Distant Bloom, Go Fight Fantastic*

SEP 2022
> PRESENT

GUEST TEACHER & MENTOR
FUTUREGAMES / BODEN, SKELLEFTEÅ

A few times a year I do lectures and mentor students in the UX game design program, covering topics like design process, usability, user research and prototyping in Figma.

NOV 2018
> JAN 2023

GAME DESIGNER + UX DESIGNER
MINDFORCE GAME LAB / UMEÅ

I lead the team on Fig: A Playtient Journey, making sure a consistent game vision is kept, and that everyone has the right documentation to support their tasks. As a medical game supporting with depression and bipolar disorder, focus on the user in both game design and UI needs was critical.

 *Fig: A Playtient Journey*

SEP 2018
> APR 2019

UX DESIGN INTERN
NORTH KINGDOM / SKELLEFTEÅ

During the internship I learned more about the role of a UX designer in a creative agency and worked on creating detailed wireframes for web and apps, using Sketch, Figma, Whimsical and more.

JAN 2015
> JAN 2024


GLOBAL GAME JAM ORGANIZER
UMEÅ

I started an official site for Global Game Jam in Umeå. As the main organizer I was in charge of communication about the event, designing and a distributing posters, following recommendations from global organizers.

EDUCATION


2015 / 2018

INTERACTION DESIGN, MFA
UMEÅ INSTITUTE OF DESIGN / SWEDEN

 Vice president of Ställverket student union
Editor of Wozzop magazine

2014 / 2015

INDUSTRIAL DESIGN INTENSIVE
UMEÅ INSTITUTE OF DESIGN / SWEDEN

 Secretary of Ställverket student union
Graphic designer of Wozzop magazine

2013 / 2014

HUMAN-COMPUTER INTERACTION, MSc
UMEÅ UNIVERSITY / SWEDEN

 Thesis: Developing empathy through video games

2008 / 2013

COMPUTER SCIENCE, BSc
LODZ UNIVERSITY OF TECHNOLOGY / POLAND

INTERESTS



VIDEO GAMES



CLIMBING



PSYCHOLOGY



DIY



SNOWBOARDING